Rohan Singh

rohansingh.delta@gmail.com | linkedin.com/in/rohan-sierra | github.com/rohan-singh1 | UI Portfolio | Austin, TX

Technical Skills

Languages: C++, C, Python, Rust, JavaScript, Unreal Engine Blueprints
Engines & Frameworks: Unreal Engine (UMG, Slate), Qt, OpenSceneGraph, React, CSS
Domains: Extended Reality (VR/AR), Real-Time 3D UI, Digital Twins, Geospatial & Simulation Data
Practices: Plugin Development, UI Architecture, Performance Profiling, Unit Testing, REST APIs, Code Refactoring
UI/UX Design: Adobe XD, Balsamiq, Unreal Motion Graphics (UMG)
Developer Tools: Visual Studio, Xcode, VS Code, Qt Creator, Widget Inspector, Perforce (P4/P4V), Git, SVN, Jira, Trello, Miro

Experience

Lead Extended Reality (XR) Software Engineer — Nov 2024 – Present
AURA XR Systems LLC — *Los Angeles, CA (Remote)*

- Architected core XR modules in Unreal Engine, defining scalable component frameworks and the data-flow patterns between back-end services and the engine
- Built responsive, high-performance UI systems in C++, UMG, and Slate, from text editors to layered menus and custom interaction controls
- Engineered modular pipelines for heterogeneous data, including live location feeds, geocoded 3D models, simulation outputs, and real-time AI-generated content
- Led the refactor and migration of legacy projects to current Unreal Engine versions, and built automated unit test suites covering critical system modules

Software Development Engineer — Apr 2024 – Apr 2025
Arvikasoft — *Arvika, Sweden (Remote)*

- Developed modular runtime and editor utility plugins for Unreal Engine in C++ and Blueprints
- Designed and implemented UI systems in C++, UMG, and Slate; profiled and debugged widgets with Widget Inspector

Software Development Engineer — Jul 2021 – Aug 2022
WSP — *Noida, India*

- Implemented modules of the Azure Digital Twins (ADT) plugin for Unreal Engine in Blueprints, working directly with engineers from Microsoft and Epic Games

Software Development Engineer — Sep 2016 – Jul 2021
VizExperts — *New Delhi, India*

- Developed Virtual Reality (VR) applications in C++ with Qt and OpenSceneGraph, including Exxar
- Designed and implemented the UI for an Augmented Reality (AR) project in Unreal Engine using C++ and Blueprints
- Built C++ and Blueprint modules that send and retrieve data from Amazon Web Services (AWS) servers through REST APIs

Projects

JSON Tree Viewer | *Unreal Engine, C++, Slate, UMG*

- Epic-approved Unreal Engine plugin on Fab that renders JSON as an interactive, hierarchical tree-view widget (GitHub demo)

Multimodal Fake News Detection | *Python, OpenCV, Jupyter*

- Built a GPT-based binary text-and-image classifier with OpenCV cross-modal feature extraction

Education

Portland State University — Mar 2024
Master of Science in Computer Science, GPA: 3.93/4.0 — *Portland, OR*

Ranchi University — Jun 2016
Bachelor of Technology in Computer Science & Engineering — *Ranchi, India*